Extended Ancient Pantheon

the-witcher-fanon.fandom.com/wiki/Extended_Ancient_Pantheon

This fan-fiction article, **Extended Ancient Pantheon**, was written by Adalwulf of Aedirn. Please do not edit this fiction without the writer's permission.

This article, **Extended Ancient Pantheon**, is part of the **Extended Ancient Pantheon** Expanded Universe. It may not be consistent with other timelines.

Extended Ancient Pantheon Expanded Universe also known as the **EAPEU** is an Expanded Universe project principally focused on the origins of existence, with two opposed forces whose conflicts created and shaped the Multiverse. It was created as a standalone but shareable universe to establish a timeline reflecting the creator's preferred choices for the Witcher world and to add content that the creator and other contributors could build off of or contribute to.

This Expanded Universe to a degree follows the combined canon established by Andrzej Sapkowski's original books with the addition of CD Projekt Red's games but also builds off of them as well, while for the most part ignoring the 'canon' that Netflix's *Witcher* TV series has introduced.

This **Expanded Universe** despite Sapkowski's statement about deities not existing features alien beings with comparable power and scope that could and have been referred to as gods or deities but are not divine or unholy in nature as is understood by humanity.

The **EAPEU** constitutes its own timeline keep in mind that the events that occur are not exclusive to the timeline and may happen in other timelines. Any articles that are exclusive or meant to be considered part of the **EAPEU** are marked in their title and tags.

World Building

The **EAPEU** exists both as a multiverse and as a timeline as such please keep in mind that some places and events may have exist in it that are not present in other multiverses and timelines.

Additions and differences between the Canon and the Expanded Universes

Characters

Portrait	Character Name	In the Canon	EAPEU	Tales of the World of the Witcher
	Adalwulf of Aedirn	❌ Doesn't exist or at least hasn't been confirmed (Fanon)	✅ Adalwulf of AedirnConsidered to be the prime version of Adalwulf by the writer.	✅ Adalwulf of AedirnConsidered to be an branched timeline version of Adalwulf by the writer.
	Chovod	❌ Doesn't exist or at least hasn't been confirmed (Fanon)	✅ ChovodNew Generation Fox School Witcher	

	Cirilla Fiona Elen Riannon	✅ Canonically exists in books, games and other media	✅ Cirilla Fiona Elen Riannon
	Razan of Cintra	❌ Doesn't exist or at least hasn't been confirmed (Fanon)	✅ Razan of CintraMaster Bear School Witcher
	Vedalt	❌ Doesn't exist or at least hasn't been confirmed (Fanon)	✅ VedaltNew Generation Fox School Witcher

Diseases

Eldritch Madness, a condition that occurs amongst those that are unready who are exposed to too much Eldritch knowledge, this can be diagnosed by:

Elements

The EAPEU differs from canon and other fanons with the addition of other energies or elements, for example, the races of the Protas, Cosmic Horrors and the Grigori all have their unique magical systems.

	Air	Earth	Ether	Fire	Negative Energy	Positive Energy	Water
Air	Air (Aer) Elemental Plane of Air	Sand Para-Elemental Plane of Sand Dust (Pulvis)	Plasma Para-Elemental Plane of Plasma Spiritual Air	Smoke (Fumo) Para-Elemental Plane of Smoke	Miasma (Nebula) Para-Elemental Plane of Miasma	Electricity (Electricus)	Ice (Glacial) Para-Elemental Plane of Ice
Earth	Sand Para-Elemental Plane of Sand Dust (Pulvis)	Earth (Terra) Elemental Plane of Earth	Spiritual Earth	Magma Para-Elemental Plane of Magma	Crystal (Crystallum) Para-Elemental Plane of Crystal	Land (Terrenum) Salt (Sal)	Nature (Natura) Para-Elemental Plane of Nature Mud (Lutum)
Ether	Plasma Para-Elemental Plane of Plasma Spiritual Air	Spiritual Earth	Ether (Quintessence) Elemental Plane of Ether	Spiritual Fire	Death (Mors)	Life (Vita)	Spiritual Water

Fire	Smoke (Fumo) Para-Elemental Plane of Smoke	Magma Para-Elemental Plane of Magma	Spiritual Fire	Fire (Ignis) Elemental Plane of Fire	Hellfire (Ignis Gehenna)	Holyfire (Ignis Sanctus)	Steam (Vapor)
Negative Energy	Miasma (Nebula) Para-Elemental Plane of Miasma	Crystal (Crystallum) Para-Elemental Plane of Crystal	Death (Mors)	Hellfire (Ignis Gehenna)	Shadows (Umbral) Elemental Plane of Shadows	Creation (Creatio) Destruction (Interitus)	-
Positive Energy	Lightning (Electricus)	Land (Terrenum) Salt (Sal)	Life (Vita)	Holyfire (Ignis Sanctus)	Creation (Creatio) Destruction (Interitus)	Light (Luminous) Elemental Plane of Light	Salinized Water (Aequor)
Water	Ice (Glacial) Para-Elemental Plane of Ice	Nature (Natura) Para-Elemental Plane of Nature Mud (Lutum)	Spiritual Water	Steam (Vapor)	-	Salinized Water (Aequor)	Water (Aqua) Elemental Plane of Water

Combined elements also known as Para-elements:

also exist in the EAPEU each with its own plane that handles the natural ebb and flow of the element through the multiverse.

Air
Crystal
Dust
Earth
Ether
Fire
Light
Mud
Salinized Water
Sand
Smoke
Spiritual Air
Spiritual Earth

Spiritual Fire
Spiritual Water
Steam
Water

Advanced Para-Elements

Bone (Ossis)	=	Earth	+	Positive Energy	+	Negative Energy
Blood (Sanguis)	=	Water	+	Positive Energy	+	Negative Energy
Photon (Pho)	=	Fire	+	Ether	+	Positive Energy
Soul (Anima)	=	Ether	+	Positive Energy	+	Negative Energy
Sound	=	Air	+	Positive Energy	+	Negative Energy
World Tree (Yggdrasil)	=	Earth	+	Water	+	Positive Energy
-	=	Fire	+	Positive Energy	+	Negative Energy

These are rare and unusually potent elements, made by combining three elements.

History

The history of the **EAPEU** extends before the creation of the Multiverse itself approximately one trillion, nine hundred eighty-five billion years before the start of the Era of Monsters, which starts with the Big Bang Event and also includes events of the Protas-Cosmic Horror War. As such the **EAPEU** includes fanon events much further back than canon history to explain some things left unexplained in the original and game material.

Before the Creation of the verses (Unknown / 2,000,000,000,000 BR)

- Location Unknown: The Prime Protas are born of the Negentropy of existence, pulling order out of the static nothingness, over time this would lead to Entropy or Chaos slowly forming.
- Location Unknown: Creation of the Nexus Orb by the **Prime Protas** that will eventually allow the creation of the Multiverse and the Omniverse, including the Prime Existence.
- Location Unknown: The **Prime Protas** exist and deal a hand in creating the Prime Existence through the use of the Nexus Orb that will bring eventually the multiverse, at first only The Source and his mate Asherah exist, they spend approximately 'one trillion, nine hundred eighty-five billion years preparing' for the formation of the verses via a process that would be commonly referred to as 'the Big Bang' event.

Back in time immemorial (15,000,000,000 BR to 300,000,000 BR) aka The Era of Monsters

15,000,000,000 BR

- Multiverse: The Big Bang occurs and the primordial reality is born, from this reality will eventually emerge the multiverse and according to the most extravagant philosophers of The Continent, the omniverse with its different layers. Which is everything that currently exists, has existed, and will exist.
- Multiverse: The first Spiral is configured, establishing the fundamental structure of the multiverse in a helical form, extending infinitely.
- Multiverse: The god-like Protas start their empire cultivating universes and races, they inhabit a dimension that is referred to in ancient documents as the World of the Protas.

- Multiverse: The Entropy of existence accumulates from the Protas' presence enough for the birth of the Cosmic Horrors as a "shadow" of the **Protas** to occur as a natural balancing mechanism.

3,500,000,000 BR

> The Realm of Mist, Nilfheim: Birth of the universe of Nilfheim. Created with the intention of using it as a material base for other realities.

Tír na nÓg, Year 0 Zero Era Tír na nÓg Time: The world that would come to be known as **Tír na nÓg** is formed, The Source claims it as a personal research project world, linking a portal directly to Nilfheim to see how life develops under strong magic.

> Multiverse: The **Protas** run into a collective race known as the Cosmic Horrors that start to infect and consume some of the worlds and their inhabitants, causing the **Protas** to go to war with them. The Lesser Old One, Cthaggua Luth, The Overseer is discovered enslaving races for their projects across the known verses, it is chased off from the worlds the **Protas** has interest in but continues to enslave other worlds.

3,307,882,836 BR

World of the Protas: The Prime **Protas**, **The Soure** and **Asherah** produce their first set of children: Metatron and Betlena.

1,000,000,000 BR

- Multiverse: The Protas-Cosmic Horror War starts.
- World of the Protas: The Prime **Protas**, **The Souce** creates magic out of chaos and two of the **Protas** use it to create new races to help during the war, **Metatron** creates the Akeros becoming their god, while **The Souce** creates the Fey (Along with the Ancient High Fey), and their offshoots: the Necrophages and the Ogroids (one to help dispose of the bodies of fallen **Cosmic Horrors** safely, and the other as strong adaptable foot soldiers)
- Multiverse: The Elder Things first make the ancient hominids that will evolve to become humans as well as be used to make other humanoids and non-humans. Through dealings with Cthaggua Luth, The Overseer these hominids end up on numerous worlds as slaves for the **Cosmic Horrors**.

The Battle of The Storm (968,032,169 BR)

> The Planet of Perpetual Storms, Onkarvis: **The Source** finds and battles the Great Old One Alengremyak, The Storm who is killed. A echo of the Cosmic Horror's power is used to create the element of Air, and its elemental plane.
>
> > The first of the Chaotic magics, Air Magic is born and is spread amongst the **Protas** and to a lesser extent the Fey and Akeros races.

The Battle of The Man-Eater (941,079,574 BR)

> The Life-Cradling Planet, Baiphus: **Asherah** finds and battle the Great Old One and foster child of Stalnitherath, The Pestilent Discord known as Earkorlidipar, The Man-Eater and his army of lycanthropes, she slays the army and banishes **Earkorlidipar** to the Desolate Dimension.

The Battle of the Living Flame (937,047,615 BR)

> The Molten Planet, Thalahines: **Asherah** and **The Source** find and battle the Great Old One and child of Ximeshassanth, The Flame of the Khemaami-I known as Cthugha, The Living Flame who they banish to the **Desolate Dimension**.

The Joining of the Vampires (892,580,230 BR)

The Life-Cradling Planet, Baiphus: The Great Old One and child of Stlanitherath, The Pestilent Discord known as Gna-Limer, The Dull Bloodsucker is killed by The Source. The sire of the Vampire races. Asherah purified their bloodlines of the taint of the **Cosmic Horrors**, some truly ancient High Vampires still worship **Gna-Limer** however.

D'Hoomaumis, The Vampiric Witch of the Finder is purified by Asherah who she declares loyalty to, becoming the Prime High Vampire who served as the ancestor of the High Vampires that would divide into the tribes of Gharasham, Ammurun, and Tdet. Her younger siblings are saved as well with their children becoming the other species of vampires.

The Battle of The Sublime Digger (848,881,906 BR)

The Proto-Earth-like Planet, Yicaiter: **The Source** finds and battles the Great Old One Takarneph, The Sublime Digger That Reigns who is defeated and then banished to the **Desolate Dimension**. An echo of the Cosmic Horror's power is used to create the element of Earth, and its elemental plane.

The second of the Chaotic magics, Earth Magic is born and is spread amongst the **Protas** and to a lesser extent the Fey and Akeros races.

The Battle of the Pestilent Discord (843,251,089 BR)

Multiverse: The Great Old One Stalnitherath, The Pestilent Discord is defeated then banished to the **Desolate Dimension**., an echo of its power is what gives Pestae their powers over pestilence and disease.

The Battle of the Horde (678,412,890 BR)

The Life-Cradling Planet, Baiphus: One of the Cosmic Horror Servitor races called the Misathy-Dotha, known as The Horde is killed by Metatron and his brother Wijun, Protasic Embodiment of the Hunt and Faunal Life. The bodies of **The Horde** are used as food for the Necrophage horde, allowing for a population boom among the Necrophagic races.

The Battle for the Sun (656,085,139 BR)

Multiverse: Metatron alongside his brother Ritarin, the Protasic Embodiment of Law & Order find and battles Great Old One D'Hargah, It That Usurped the Sun who is killed. **Metatron** not wanting to waste resources and **Ritarin** wanting to ensure the Cosmic Horror's death ironically used it's body as fuel for the stars of worlds without life.

Battle of The Commander (643,250,693 BR)

Multiverse: **The Source** finds and battles the Outer God Thanitharzat, The Commander who is defeated and then banished to the **Desolate Dimension**, later he will collaborate with one of **The Source'**s own creations the Grigori Albrîhron to get revenge on the Prime **Protas** for his banishment as well as for the later killing of Thanitharzat's father, he rewards the Grigori by secretly implanting him with his child, the larval Outer God, Sargoranophfl, The Loathed Extinguisher of the Tyrannical Source.

Battle of The Flame of the Khemaami-I (574,933,332 BR)

Multiverse: **The Source** finds and battles the Great Old One Ximeshassanth, The Flame of the Khemaami-I who is killed. An echo of the Cosmic Horror's power is used to create the element of Fire, and its elemental plane, using **Ximeshassanth's** own corpse as a core and power source for the elemental plane.

The third of the Chaotic magics, Fire Magic is born and is spread amongst the **Protas** and to a lesser extent the Fey and Akeros races.

Battle of the Sovereign (531,194,413 BR)

Multiverse: The Outer God, child of Zsch-Kar, The Emperor, brother of Zulthembl, The Malevolent Commander, known as Isgua'Smantal, *The Sovereign* is banished to the **Desolate Dimension**.

The Battle of The Phaser of the Mind (403,343,835 BR)

Multiverse: **The Source** finds and battles the Great Old One Tu-Shath, The Phaser of the Mind who is defeated and then banished to the **Desolate Dimension**. An echo of the Cosmic Horror's power is used to create the element of Ether, and its elemental plane.

The fourth of the Chaotic magics, Ether Magic is born and is spread amongst the **Protas** and to a lesser extent the Fey and Akeros races.

The Battle of The Begotten Thunder (376, 734,281 BR)

The Planet of Perpetual Storms, Onkarvis: The Great Old One and child of Alengremyak, The Storm known as Tuluth, *The Begotten Thunder* in an attempt to retake the planet Onkarvis and its father's power is banished to the **Desolate Dimension**.

The Battle of The Typhoon (300,406,781 BR)

The Oceanic Planet, Alminia: **The Source** finds and battles the Great Old One Zo-Tag, *The Typhoon* who is killed. An echo of the Cosmic Horror's power is used to create the element of Water, and its elemental plane.

The fifth of the Chaotic magics, Water Magic is born and is spread amongst the **Protas** and to a lesser extent the Fey and Akeros races.

The Battle of The Malevolent Commander (300,000,000 BR)

Multiverse: It is theorized that the **Cosmic Horrors** lost the war against the **Protas** with the death of Zulthembl, The Malevolent Commander, and the banishment of the Prime Cosmic Horror, Zsch-Kar, The Emperor as a majority of the **Cosmic Horrors** are thrown out of the reality where life exists being driven out to the **Desolate Dimension** where they can only barely affect other realities through the aid of proxies (i.e cultists).

Results of the **Protas**-Cosmic Horror War

The Para-element of ice and its elemental plane come into existence through **The Source** harnessing an echo of Xicllaniparan's power, to create the para-element of Ice, and its para-elemental plane. A mere five years after the final battle of the war, **The Source** and **Asherah** produce their (technically) eighth child: Quxasis, who was granted by her parents, the title of **the Goddess of Winter and Ice**, granting her dominion over the para-elemental force of ice and the season of Winter. Producing from his soul, a mate for her Huses, who was granted by his parents, the title of the **God of the Dark and Monsters** with dominion over the night, darkness and monsters.

- The Great Old One Dagon, survives the war and escapes along with his mate, Matriarch C'thyre though he is heavily wounded to the safety and anonymity of the City of Ys on the Vodyanoy's homeworld later referred to as Atlantis by humans.
- The Lesser Old Ones Kotheem'Ha, The Helper, and Rhyeb, The Shifter survive the war and escape to The World. Rhyeb becomes the father of the Doppler race.
- The races created by the **Protas** for the war are given universes to live on under the grace of their creators, and the Church of the Protas is born among these races.
- The remainder of the still-living Cosmic Horrors (Yindishadonio, The Smothering Ocean of the Wastelands, Um'Hrdaph'Na, The Master Sin, Haakom, The Envious Ocean That Governs, Xicllcaniparan, The Abysmal Tundra of the Moper, and S'Gah-Zab, The Smouldering Ignitor) band together for a last attack against the **Protas** and are forcibly banished to the Desolate Dimension where their influence is greatly reduced, being only able to whisper across the veil.
- New species of Fey and Necrophages come into being including Archfey (a more evolved form of the fey), Alghouls (a more evolved ghoul) and Hags (they were originally a magical fey dryad-like race that became tainted by the dark energies of the Cosmic Horrors), these new seemingly superior breeds thrive among their simpler cousin species.

- Metatron together with Ritarin become the creators and Sources for a new type of 'magic' called Order which can directly oppose the Cosmic Horror echoed Chaos, they only share this power however with the Akeros and Ritarin's Champions.

The Era of the Protas later called the Era of Nothingness (300,000,000 BR)

- The 'known' birth of Chaos and Magic as well as the Grigori's rebellion from the **Protas** which starts the Era of the Grigori.
- The Grigori are created as representatives of the **Protas** in the multiverse.
- The events of The Tír na nÓg Rebellion occur: According to the Archfey of Tír na nÓg, **The Source** is betrayed and sealed away by Albrîhron, a **Grigori** whose descendants claim the throne of the Kingdom of the Golden Oak Forest in Tír na nÓg. Archfey history will not mention that **The Source** was originally their god and creator, but will speak of him as an powerful interdimensional invader who made the Fey worship him, and will imbue the traits of justice and goodness on the Grigori, **Albrihron**. This event is the start of the Grigori Rebellions, a time in which the Grigori abandon their original function and devote themselves to the pursuit of power and exploration of magic. Especially ethereal and astral magic.

    The first mention of Chaos or as its better known Magic is mentioned in Archfey history as coming from **Albrihron**, who they credit with its original creation.
- Without the oversight of **The Source** and his mate **Asherah** busy searching for him, the **Grigori** see an opportunity to break free from their **Protas** creators becoming god or angel-like figures in many universes like Earth.

2,600,000 BR

An Ice Age occurs in The World as well as on other spheres leading to the death or hibernation of most of the Elder Things found in the world, without them to lead their slave races most of their monuments and history is quickly destroyed or sealed under great glaciers of ice beyond the reach of mortals. The evolved humans are stranded on their colony world lacking the ability to travel to other worlds or through the stars that their former masters had.

After 2700 BR

- **Dwarves arrive on the Continent from Svartalfheim, escaping from Grigori oppression, finding Gnomes already present.**
- The Caravan Man has been present on The World for sometime and does minor dealings with the sentient races.

230s BR

First known instance of the Conjunction of the Spheres, which sees lots of monsters and magic appear on the Continent. The forces of Chaos which had been absent from the World began manifesting in certain individuals around the world.

- The worlds of the World and Atlantis fuse during the events of the Conjunction of the Spheres, placing The Great Old One Dagon and his Vodyanoy off the coast of Bremervoord, in the depths of the Great Sea. The **Vodyanoy** spread out, populating the ocean and rivers while their master continues to recover from his war wounds.
- **Emergence of goddess worship in the form of Melitele, one of the oldest and most widespread systems of beliefs. The Grigori, Melitele walks the lands of early man caring for women and protecting them before disappearing back to the world of the Grigori.**
- The first known human/Aen Seidhe/Dwarf settlers to the realm of Tír na nÓg, whom the Archfey warmly welcome, a good number of the newcomers unaware of the Rules of the Fey for a decade start disappearing into the ranks of the Fey as breeders and servants giving rise to three new races: The elven born Aen Teg, the human born Changeling, and the dwarven born Datanlolum Dwarves.

220s BR

After a decade of disappearances and dealing with the Fey, the unwilling settlers of Tír na nÓg have roughly figured out the Rules of the Fey and have discovered their own magic, they group together in the lands between the two Archfey Kingdoms of the Golden Oak Forest and the Night Ash Forest forming the Republic of Mages.

100s BR

According to Skelliger legends : The Grigori, known as Loki, arrives on the Skellige Islands, exiled from his own people along with his children, Fenrir, Runa, Hela, Narfi and Váli after committing crimes against his own kind. There, as a way of redemption he helped the islanders, which later led them to incorporate him into their pantheon.

50s BR

According to Skelliger legends : A conflict between the Grigori known as Loki, his family and the Grigori known as Freya happens. First manifestation of this **Grigori** on the islands. Believing that he was incapable of redeeming himself, that he was just manipulating the islanders and that his children would be the same, Freya expels him from the islands. Spreading his children throughout the Continent as a punishment. Beginning of the cult of Freya soon after, who would have manifestations of the Grigori from time to time.

- Runa is transformed into a giant sea serpent and thrown into the sea.
- Narfi is locked in perpetual ice beyond sight.
- Hela is locked inside the world. Some missionaries of the Coram Agh Tera cults who came to the islands, with the passage of time, created a cult of Hela.
- Fenrir was cursed and was the cause of the lycanthropy illness. Appearing first on the islands, and then spreading to the Continent.
- Váli managed to escape, but was never seen again.

Beginning of the Era of Humanity (760 AR)

760 - 780 AR

According to Skelliger legends: The Grigori known as Heimdall, later corrupted to Hemdall appears on the Skellige Islands, becoming a local hero, while investigating clues about Loki and his children, due to rumors that he was back there. After his investigation, he returns to the islands and married a human named Heulyn, who would be deified, thus giving rise to the main clans of the islands.

863 AR

The Black Dragon, Casarak is born.

1121 AR

The twin Sources Adalwulf who would become the Wolf School witcher Adalwulf of Aedirn and Eishe who would become a Nilfgaardian trained sorceress Eishe of Vicovaro are born to an Aedirnian peasant couple.

1124 AR

The source and future Aretuza sorceress Arrah of Verden is born.

1126 AR

The boy who would become the School of the Bear witcher Razan of Cintra is born.

1131 AR

- Adalwulf of Aedirn is given instead of his brother Daskel as payment to a wolf witcher, by his father Ralluald for treatment of a curse.
- During the start of his training in Kaer Morhen, Adalwulf's Source abilities flared up after older boys took a special doll given by a witch that was suppressing his powers. The resulting magical surge injured the boys and almost caused the collapse of the keep. The Resident mages and the priest witcher Jarrow contained the situation and Adalwulf was placed under observation.

- Due to his "advanced age" (10 years old), Adalwulf began mutations early in his witcher training, undergoing the Trial of the Grasses alongside regular training. Despite his age, his reaction was considered normal. In the same year, Razan was transferred to the School of the Bear witchers in an effort to ease tensions between the Wolf and Bear schools.
- Adalwulf was subjected to the Trial of the Grasses. Surviving the mutation process, with no major issues other than memory loss.
- Between trials, Adalwulf was abducted by one of the resident mages, Anfrert, for experiments aimed at negating his witcher mutations. However, the experiments backfired, enhancing his witcher abilities instead, especially during moments of stress. He was rescued by Vesemir and other Wolves, with Anfret being punished and soon after, Adalwulf returning to training.

1135 - 1137 AR

Adalwulf of Aedirn trained at the Temple of Melitele in Ellander for two years, learning basic witcher signs (Aard, Igni, Quen, Yrden, and Axii) and how to control his strong magical abilities. He also studied curing curses and hexes under Mother Laurien.

1136 AR

Eishe is kidnapped by a Nilfgaardian Scouting party after they witness her and her sister using magic to defend themselves, her sister Arrah escapes but Eishe doesn't. Eishe is brought to Gweison Haul where she spends the next twenty years learning to control her gift apprentice to the sorceress, Corthiva Aep Gledhir.

1141 AR

Both **Adalwulf of Aedirn** and Razan of Cintra graduate as witchers of their respective schools of Wolf and Bear set off on The Path for the first time.

1155 AR

Eishe's mentor **Corthiva Aep Gledhir** dies in a tragic magical accident when she overdraws Chaos while trying to wield their collective magic using the magical leash from Eishe's apprenticeship, the experience has a profound impact on Eishe's development as a Mage.

1156, June AR

Eishe spends her final year at Gweison Haul as an assistant to Glynnis var Treharne and safely graduates, she is awarded a commissioned spot in the Court of Vicovaro, serving the Empire's interests in the Duchy.

1161 AR

The Coram Agh Tera cult is founded by a merchant named Ambrosio in Loredo, Geso, with eight other worshipers.

1179 AR

The gnome who would become the older of the alchemist twins, Parrilt Neuwald is born.

1204 AR

Eishe of Vicovaro discovers an old elven portal in Vicovaro that leads to an old glade in Dol Blathanna, one of her fellow travelers a mage by the name of Lulbri Aep Brynord claims the credit for the discovery and tries to get Eishe discredited, he succeeds in the first regard less in the second, he is found later that year beaten half to death, he refuses to name his attacker.

1226 AR

Eishe of Vicovaro befriends Nilfgaardian sorceress Fringilla Vigo and makes an enemy of a Nilfgaardian scholar.

1234 AR

Eishe of Vicovaro discovers and takes on an apprentice at Gweison Haul, Fopha Brickevrerg.

1240 AR, September

Cormac de Trastamara is born in Toussaint, Beauclair.

1260s AR

Adalwulf of Aedirn is summoned for an at the time unknown (Bruxa) contract in Vicovaro by a Viscount Raldages Aep Menwim, under the advisement of Eishe of Vicovaro, who unbeknownst to Adalwulf is his twin sister. Eishe assisted **Adalwulf** with his investigation and the eventual extermination of the Bruxa named Vaxemi who turned out to be in a relationship with the Viscount.

1267-1268 AR

Adalwulf of Aedirn participated in the Second Battle of Aldersberg at the request of King Demavend III of Aedirn.

1270 AR

Geralt of Rivia faces a weakened Dagon in Lake Vizima. After he is seemingly slain, the Vodynaoi who worshipped Dagon take their lord back to the ocean to regain his strength.

1271 AR

August

The Third Northern War begins.

Adalwulf of Aedirn is knighted by King Demavend III and granted the deed to the property known as Thornwood Manor and all it entails for his service during the Second battle of Aldersberg.

1300 AR

Surviving School of the Wolf Master rank witcher Adalwulf of Aedirn receives an invitation from other former School of the Wolf witchers and integrates into the School of the Fox, alongside his sisters, the Gweison Haul trained sorceress Eishe of Vicovaro and Aretuza trained sorceress Arrah of Verden.

1301 AR

Adalwulf of Aedirn proposes a training initiative with the other Witcher schools.

1302 AR

Adalwulf of Aedirn sends a research team to the former School of the Hawk keep of Kaer Nytk retrieving and preserving knowledge lost when the school fell.

1305 AR

Adalwulf of Aedirn draws up the first draft of the Witcher Reformation Act.

Ealdred, the Grandmaster the School of the Griffin sign the Witcher Reformation Act.

1307 AR

Grandmaster Lambert of the School of the Lynx signs the Witcher Reformation Act.

1308-1328 AR

Adalwulf of Aedirn attends Gweison Haul Magic Academy in Vicovaro.

1358 AR

The Second Conjunction of the Spheres, seeing lots of new monsters and threats, and the revival of witchers [4]

- The majority of the Aen Seidhe and other elven subraces and cultures leave the World permanently.
- The witchers emerged once again (although quietly) to protect the people from monstrosities. New schools were founded.
- Some vampires, using the event, return to their native world.
- New non-human races appear in the World.

1390 AR

Adalwulf of Aedirn travels to the School of the Crane, and Crane Grandmasters Putnam Pitch and Jolanta Dinmarb sign the Witcher Reformation Act. After an intense discussion, it is updated to incorporate the White-Haired Codex, which would become the standard moral code of the witchers of this era.

1405 AR

Adalwulf of Aedirn travels to the School of the Bat and Bat Grandmaster Math "The Boobrie" signs the Witcher Reformation Act.

1555 AR

May 11th

Putnam Pitch dies defending the city of Cherdian from an attack by Dagon and his vodyanoi at the age of 300.

1790 AR

Adalwulf of Aedirn dies, having sacrificed his body and soul to the entity that he hosted, he embarks on his last quest, freeing the Grigori Morrigan from her imprisonment under the Sycamore, and then serving as the catalyst for the rebirth of The Source, who becomes the patron deity for witchers.

Locations

Onkarvis

A planet of perpetual storms it was at one time claimed by the Great Old One Alengremyak, known as The Storm and his servitors, the Vureline. The planet is irreparably damaged by **Alengremyak's** time there, and following his death the **Vureline** are relocated to another planet peacefully by the Protas. Raw eldritch corrupted air chaos still affects the planet and can be accessed by cultist who call upon the favor of Tuluth, Alengremyak's child and heir.

Tír na nÓg

A realm linked to both Nilfheim and to Tír na Lia where magical saturation is particularly strong and has affected all life within it. This realm is home to the Fey, which are later identified under the Necrophage, Ogroid, and Relict categories.

World of the Protas

A place located outside time & space itself where the super advanced immortal race known as the Protas exists. For the most part the population of this place is non-Protas, as they live alongside multiple different species and races in peace.

Races

- The Cosmic Horrors, although loosely alluded to through the Vodyanoy and Dagon, the Extended Ancient Pantheon Expanded Universe brings a large expansion by adding an ancient racial collective that existed before the multiverse itself.
    - Demons, in the EAPEU are formerly a collective of specters that was corrupted by the Great One Yrrhedes, the Demon God, these mysterious extra-planar beings are generally considered to be sadistic and malicious in nature.
    - Dopplers, in the EAPEU, this species/race are the descendants of Rhyeb, the Shifter, these gentle creatures though they share the bloodlines of the Cosmic Horrors took on the kinder nature of their ancestor, Rhyeb.
    - The Elder Things, a race that acted as bioengineers and citizenry for the Cosmic Horror Empire, would create Proto-humans, a species that would be used in the Longaevi Project and evolve naturally following the fall of their civilization.
        - The Elder Things would create the Albaonafh to serve as the hunting hounds for the Outer God Pethotalrayn.
        - The Elder Things would create the Fire Vampires to serve the Great Old One, Cthuggha.
        - The Elder Things would create the Misathy-Dotha to fulfill numerous needs amongst the Eldritch.
        - The Elder Things would create the Qhucrot for an unknown Eldritch, they would be freed of service by the Protas.
        - The Elder Things would bio-engineer proto-hominids from ancient primates taken during the war from the Protas-controlled planet of Jaevela to act as servants, workers, and food sources for other species of Cosmic Horrors, they ended up on many worlds due to the slavery program run by Cthaggua Luth, The Overseer. These proto-humans would later evolve into humans and a small population would end up as Skullheads as a result of radical evolution in a frozen world. The bioengineering data would later be obtained by the Grigori and used to make their own races using the proto-hominid DNA as a rudimentary base.
        - The Elder Things would create the Servitors of the Outer Gods as a custom-made servant race for the Outer Gods.
        - The Elder Things would create the Vureline to serve the Great Old One, Alengremyak.
    - Vampires, in the EAPEU come from the bloodlines of the Cosmic Horrors but were purified of their darker natures during the Protas-Cosmic Horror War by **Asherah**, which resulted in new species sired by the four former Lesser Old One vampire elders.
    - The Vodyanoy, in the EAPEU are considered Cosmic Horrors as in the Extended Ancient Pantheon Expanded Universe they are the offspring of the Great Old One Dagon, who is their ancestor and god, these Vodyanoi would breed with other non-Vodyanoi to make new races who would come to be known collectively as the Deep Folk.

- The Protas, a race of ancient timeless gods which have fallen out of memory of the mortal races, they created the Grigori.
    - The Akeros in the EAPEU were an angel-like collective of species created by the Protasic Embodiment of Light, Metatron.
    - The **Dragons** in the EAPEU were created by the Protasic Embodiment of Hunting and Faunal Life, Wijun.
    - The Dyrians in the EAPEU were created by **Wijun**, by using data taken from the Elder Things' bioengineered proto-humans and combining it with animal DNA using magic to create Beast-Hominid hybrids, Dyrians were more hominid than animals, so Wijun gave them additional blessings to access their more animal heritage.

        An unforeseen side effect of Wijun's blessing is the Dyrian's inborn affinity for their Therianthrope cousins as well as their ability to override pureblood lineages with other compatible species such as humans, elves, etc. New species are created between unions between Dyrian and Therianthrope but this is not discovered for a long time.
    - The **Therianthropes i**n the EAPEU were created by **Wijun**. They also existed before humans and hominids, as such the original ancient species of Therianthropes were constantly in their half-animal form as this was their natural state.
    - The **Vran** in the EAPEU were created by **Wijun**.
    - The **Werebbubbs** in the EAPEU were created by **Wijun**.
    - The **Primordial Elementia of the Elemental and Para-Elemental Planes**, in the EAPEU were created by the Prime Protas, The Source during the **Protas-Cosmic Horror War** as a result of the Protas repurposing the elemental energy of Cosmic Horror energy echoes to strengthen themselves and establish the chaotic force of magic.

        The Elemental and Para-Elemental Genies were created from the small pieces of shards from the Primordials' elemental cores.
    - The Fey in the EAPEU were created as combat and magic soldiers by the Prime Protas, **The Source** for the **Protas-Cosmic Horror War**.

        From the Fey, evolved the classes of the:
        - **Necrophages**, in the EAPEU this set of species were originally the creation of the Prime Protas, **The Source** as a means to safely dispose of large quantities of dead flesh that was generated during the events of the **Protas-Cosmic Horror War**. Some Necrophages were not originally necrophages such as the Hag species which started out as nymph-like fey but became corrupted by residual Eldritch energy mutating into new species .
        - **Ogroids**, in the EAPEU this set of species were originally the creation of the Prime Protas, **The Source** as strong, numerous soldier during the events of the **Protas-Cosmic Horror War**.
    - The **Grigori** were created from the Ichor of various **Protas** and the power of the Aetheric Alchemy Forge, this race would rebel in an attempt to take the forge and usurp power from the Protas who in turn retreated into a shielded dimension out of reach of the Grigori, who would get in conflict with a interdimensional mage organization, the Nefandi leading to the deaths of many of their number.

        The **Longaevi** were created via experimentation on proto-humanoids by the Grigori: Dwarvess, Elves, Gnomes, and Halflings, would come into being this way. Elves would rebel against their creators like the Grigori rebelled against the Protas.
    - **Spirits and Specters**, in the EAPEU these existence mediums were originally created by the Protasic Embodiment of Spirit and the Stars, Betlena as a medium for souls to exist temporarily after their death or as new existences based on their status.

Phenomenon

Monster Evolution

A unique phenomenon amongst the EAPEU is that certain monsters can evolve under certain circumstance, through this phenomenon weaker, smaller monsters could evolve to stronger, bigger and usually more dangerous monsters. This phenomenon is extremely rare outside of certain circumstances such as the Blessing of Huses.

Religions

Church of the Protas

An ancient religion that has fallen out of style and memory for the most part by the time of the 13th century. The Protas served as their patron deities and protectors but fell out of human knowledge as the Protas retreated from the mortal plane with the disappearance of their king. This religion stands against the forces of the Eldritch who want to destroy the mortal plane as it currently is.

Symbol	Religion Name	Deity Name	Suggested Domains
A thorn vine wrapped throne made of a Oak and Ash tree intertwined	The Church of Oak, Ash and Thorn The Church of the Nameless Death		Death, Magic, and Elemental Magic

The Source

An ancient now mostly defunct religion of the Fey, overtime it fell apart into its patron deity losing their name and just being known by as a kind, and patient death embodiment that was worshipped by the Unseelie Royal family as The Nameless Death.

Symbol	Religion Name	Deity Name	Suggested Domains

	Church of the Goddess of Life and Blood		Life, Blood, and Vampires

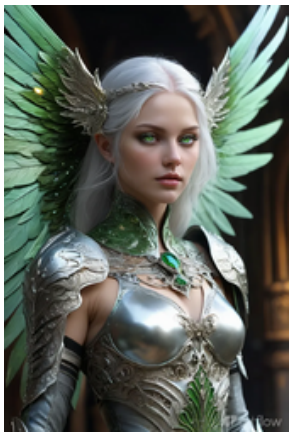
Asherah

A religion that exists in multiple worlds in the human world Asherah is not directly worshipped but is referred to as a Mother Goddess. She is however directly worshipped by vampires as the patron of Life, Blood and the Vampire Races, she is particularly favored by D'Hoomaumis, the prime elder of the True Higher Vampires.

Symbol	Religion Name	Deity Name	Suggested Domains

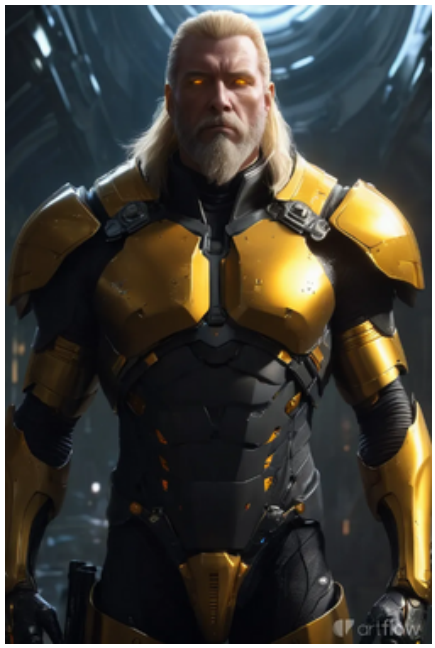
	Akeros Religion	ⓘ Metatron	Light, Holiness

Symbol	Religion Name	Deity Name	Suggested Domains

	The Church of Spiritual Cultivation or The Church of Betlena	 First daughter of the Protas, with power over Spirits. Betlena was the equal of her husband, Metatron. Betlena in her primal energy form, she may appear in this form in dreams of devotees of the Spiritual.	Spirituality, The Stars, Spirits and Cultivation

The Church of Spiritual Cultivation or the Church of Betlena was an ancient religion from a time when the Protas were active in the affairs of the mortal races. The religion is still practiced amongst Spirits but that is only cause it never lost its relevance due to Betlena's importance to them.
Betlena is the Protasic Embodiment of Spirits and the Stars is the deity of The Church of Spiritual Cultivation though this ancient religion would eventually lose its meaning and devolve into spiritualism and monastic practices.

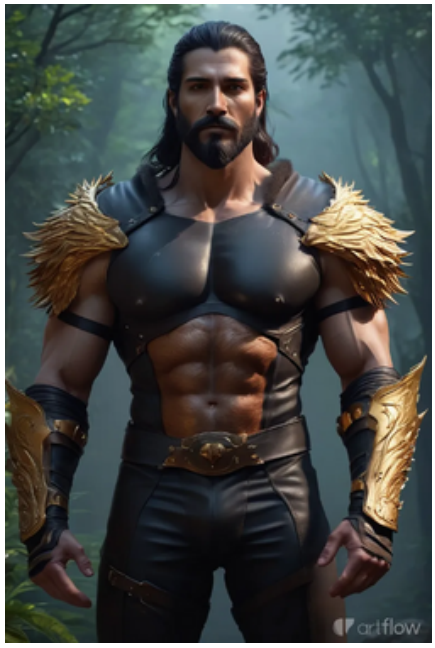
Symbol	Religion Name	Deity Name	Suggested Domains
	Champion Order of Ritarin		



Ritarin, Lord of Law & Order, second son of the Protas, also high god of the Champions of Ritarin.

Lady of Oaths and Duty, second daughter of the Protas, and the commander of the Protasic Army.

A religion that also serves as the organization which is the Champions of Ritarin.

Symbol	Religion Name	Deity Name	Suggested Domains
	The Church of Wijun and Dumera		Hunting & Faunal Life (Wijun) & Agriculture, and Floraal Life (Dumera)

The third son of the Protas, with power over Hunting & all natural Faunal Life

Third daughter of the Protas, with power over Agriculture & Floral Life.

The Esoteric Orders of the Eldritch

A series of cults with the goal of bringing back the Cosmic Horrors in exchange for power and protection when their masters return to the Mortal World.

Symbol	Religion Name	Deity Name	Suggested Domains
	The Esoteric Cult of the Ruler of All or The Cult of Zsch-Kar		Discord, Madness, Chaos, Darkness, Ignorance, Boundlessness, Abnormality, Amorality and Universal Power

Zsch-Kar, The Emperor

The Esoteric Cult of the Ruler of All or the Cult of Zsch-Kar is a dark organization which works to free the Mad Emperor and his kindred from the Desolate Dimension by any means necessary including acts of terrorism and by members infiltrating other organizations to manipulate them into achieving their goals.

Symbol	Religion Name	Deity Name	Suggested Domains

Three goat heads attached at the neck, with horns pointed outward to form a circular shape	The Esoteric Order of the Black Goat of the Woods or The Cult of Yibhumbresh	 Yibhumbresh, The Emperess	Animals, Fertility, Forests and Monsters

The Esoteric Order of the Black Goat of the Woods or the Cult of Yibhumbresh is a dark organization which exists in the heavily eldritch affected world of Dunwich. The cultists in this world are more powerful than in other worlds and hold unholy rituals for their dark goddess in ancient tombs and darkened forests.

Symbol	Religion Name	Deity Name	Suggested Domains

Ofir

Symbol	Religion Name	Deity Name	Suggested Domains
	Cult of Arges	Arges, Lord of Ether	Mind and Spirit
A cult that worshipped the Ether elemental, its Primordial, Arges, as well as the power of the Mind and Spirit.			
	Cult of Hydros	Hydros, Lord of Water	Water and the Oceans
A cult that worshipped the Water elemental, its Primordial, Hydros, as well as the power of Water, and the Oceans.			
	Cult of Lythos	Lythos, Lord of Earth	Earth, Mountains, Minerals, and Metals
A cult that worshipped the Earth elemental, its Primordial, Lythos, as well as the power of the Earth, Mountains, Minerals, and Metals.			
	Cult of Pyros	Pyros, Lord of Fire	*Fire and Volcanoes*
A cult that worshipped the Fire elemental, its Primordial, Pyros, as well as the power of Fire and Volcanoes.			
	Cult of Stratos	Stratos, Lord of Air	*Sky, Clouds, and Lightning Storms.*
A cult that worshipped the Air elemental, its Primordial, Stratos, as well as the power of the Sky, Clouds, and Lightning Storms.			

Elementalism: *A practice of worshipping the elements of nature with each one being centered on one of the five established elements of Air, Earth, Fire, Water, and the fifth most mysterious element of Ether.*

Church of the Protas

An ancient religion that has fallen out of style and memory for the most part by the time of the 13th century.

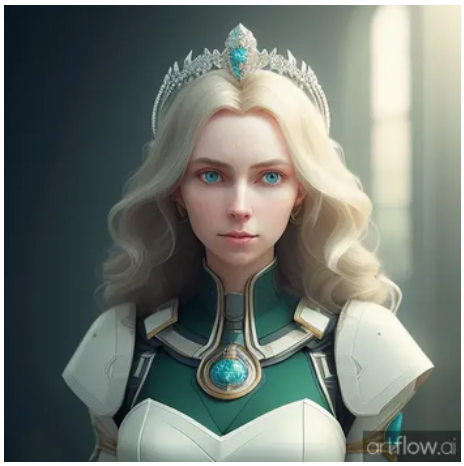
Church of Knowledge and Healing

Fourth son of the Protas, with power over Healing & Knowledge.

Patron for

Healing and Knowledge

Church of Science and Logic

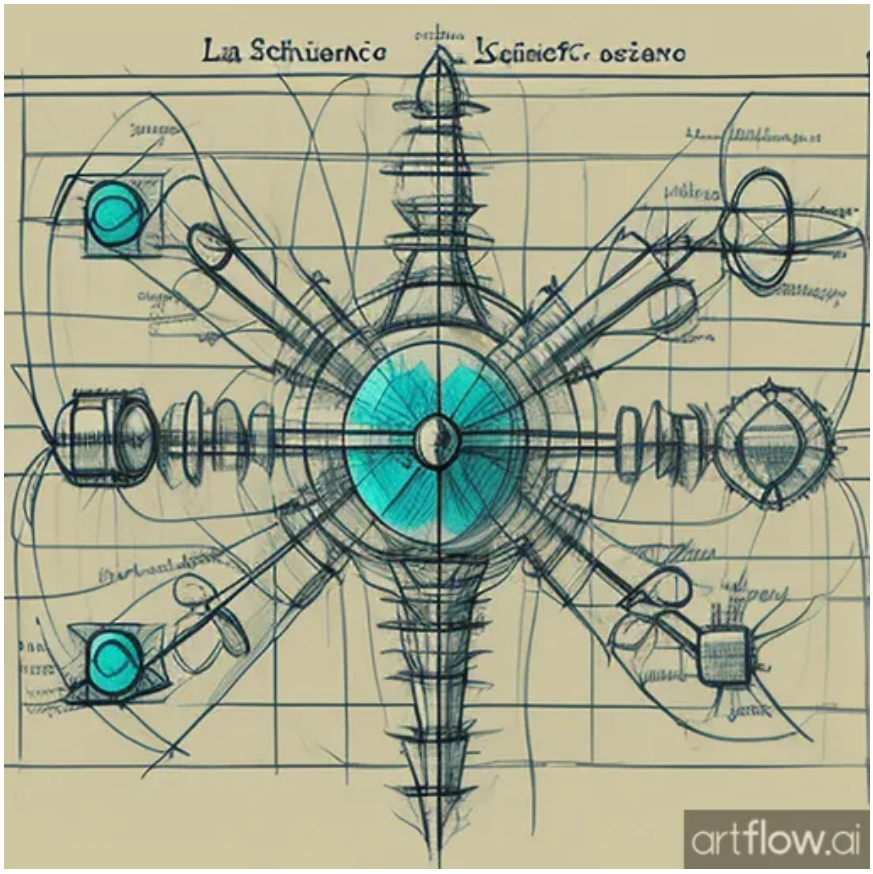


Fourth daughter of the Protas, with power over Science & Logic.

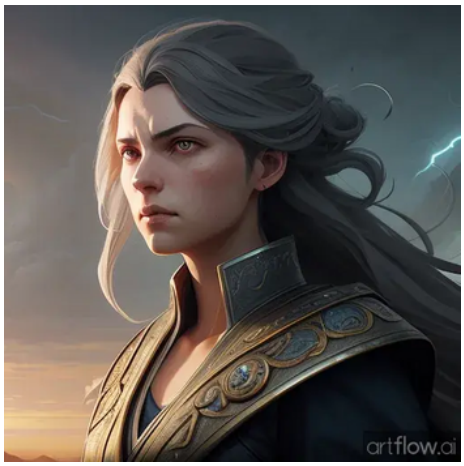
Patron for

Science, and Logic

Symbol(s)



Church of the Protas- Storm, Sky and Weather Sect



Fifth daughter of the Protas, with power over Storms, the Sky and Weather.

Patron for

Storms, Sky and the Weather

Church of the Protas- Harvests and Flower Sect

Fifth son of the Protas, with power over the Harvests & Flowers.

Patron for

Harvests and Flowers

Symbol(s)

The Forgotten Church of Trickery, Punishment and Charisma

Sixth son of the Protas, with the power over Trickery, Punishment and Charisma.

The Forgotten Church of Chance, Luck and Wealth

Sixth daughter of the Protas, with the power over Chance, Luck and Wealth.

Patron for

Chance, Luck and Wealth

Symbol(s)

Cult of Quxasis

Seventh daughter of the Gods, with power over the para-elemental forces of Ice, Snow and the season of Winter.

Patron for

Ice, Snow and the season of Winter

Symbol(s)

The Cult of Monsters

Seventh son of the Gods, with power over the Night, Darkness and Monsters.

Patron for

Darkness, and Monsters

The Cult of Games

The child of Idos & Orlena, considered to be a demi-god of Games.

Patron for

Games

The Cults of the Cosmic Horrors

The Esoteric Cult of The Lion-Headed Spider

The Cult of Coram Agh Tera is a Cosmic Horror Cult for the titular Great One intended to be a replacement god for the mortal races, he came back into power later in history by humans in the year 1161 AR. *Please note this is the lore for the EAPEU version of Coram Agh Tera, outside of this EU there is no proof of his existence or status as a Great One.*

Epiphets

- 'The Lion-headed Spider'
- 'The Great One of Death, Cruelty and Destiny'

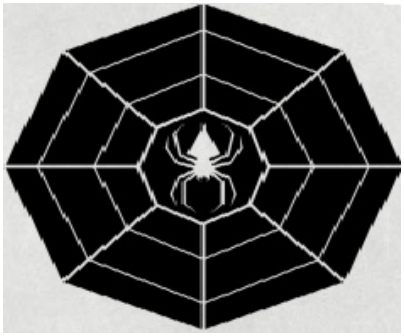
Patron for

Black magic, Cruelty, Death and the Night

Worshipped by

Cult of Coram Agh Tera

Symbol(s)



Spider on a spiderweb

Religion Center

Temples and chapels are often hidden in wildness or in secret places.

The Esoteric Cult of Dagon & Matriarch C'thyre

The Cult of Dagon is a Cosmic Horror Cult for the titular recovering Great Old One who was one of the few escapees of the Protas-Cosmic Horror War. *Please note this is the lore for the EAPEU version of Dagon, outside of this EU there is no proof of his status as a Great Old One.*

Epiphets

- 'Urgo-Hem'
- 'The Great Old One'
- 'God of the Deep Ones'
- 'God-King of the Vodyanoy'

Patron for

Chaos, Destruction, Evil, and Water

Worshipped by

- Vodyanoy (Primarily)
- Humans (Some Cosmic Horror cultists worship and carry out the will of Dagon)

The Esoteric Cult of The Gate of the Cosmic Horrors

The Cult of Iukhuztotl is a Cosmic Horror Cult for the titular Outer God who stands to be the greatest chance for the mass freeing of the Cosmic Horrors from The Desolate Dimension, though it was heavily wounded like Dagon was and is recovering still into the 13th century.

Epiphets

- The Gate of the Cosmic Horrors
- The Gate Keeper

Patron for

Travel between Worlds, Conquest, and Tactics

Worshipped by

The Esoteric Cult of Iukhuztotl

The Esoteric Cult of Lilit

The Cult of Lilit is a Cosmic Horror Cult for the titular Great One intended to be a replacement goddess for the mortal races. *Please note this is the lore for the EAPEU version of Lilit, outside of this EU there is no proof of her existence or status as a Great One.*

Patron for

- Night
- Passion
- Erotism
- Women and their children

Worshipped by

The Wozgor, Zerrikanians, Haak, minor Nordling and Nilfgaardian sects

Symbol(s)

- Black Sun
- Crossed Circle

Religion Center

Eastern Lands of the World

Esoteric Order of The Dark God with a Thousand Forms

The Cult of Peytohtalryn is a Cosmic Horror Cult for the titular Outer God. *Please note this is the lore for the EAPEU version of Petohtalryn, outside of this EU there is no proof of his connection to the being known as Gaunter O'Dimm.*

Epiphets

- Nyarlathotep (Earth)
- The Crawling Chaos (Earth)
- The God of a Thousand Forms (Earth)
- The Stalker amongst the Stars (Earth)
- The Black GodKing (Earth)
- The Faceless One (Earth)
- The Soul of the Outer Gods (Earth)
- The Messenger of the Outer Gods

Patron for

Mirrors, Duality, Deals and Wishes

Worshipped by

Demonologists

The Esoteric Cult of The Abysmal Tundra of the Moper

The Cult of Xicllaniparan is a Cosmic Horror Cult for the titular Great Old One who created the force known as The White Frost.

Epiphets

'The Abysmal Tundra of the Moper'

Patron for

Ice, the White Frost, and the Death of All Life

Worshipped by

The Esoteric Cult of Xicllaniparan
Humans (Some Cosmic Horror cultists worship and carry out the 'perceived will' of Xicllaniparan)

The Esoteric Cult of the Mad Musician

The Esoteric Cult of Zach'riel is a Cosmic Horror Cult for the titular Outer God-like fallen Akeros who serves under Zsch-Kar, The Emperor as his musician. He is worshipped by cultist and bards who seek inspiration even at the cost of their sanity.

Epiphets

The Fallen Spirit of Music

Patron for

Insanity, Inspiration and Music

Worshipped by

Bards

A series of cults with the goal of bringing back the Cosmic Horrors in exchange for power and protection when their masters return to the Mortal World.

Technological Advancement Timeline

TBA

Worlds, Realms and Dimension

The Desolate Dimension

An alternate prison dimension of unfathomable scale created by the Prime Protas to separate the realms inhabited by Mortals from the eldritch doom that is the Cosmic Horrors.

The home realm of the **Protas** keep safe by highly advanced magic and technology beyond mortal means.

Tir ná nÓg

The homeworld of the Fey and a realm seeped heavily in magic, connected to Tir ná Lia and Nilfheim.

Support from the source material for the existence of the EAPEU

Most of the evidence comes from the game canon.

- In The Witcher
  - Certain things going on in the swamp are a clear nod to the novels and short-stories of H. P. Lovecraft.
  - The first sentence of the description of Dagon is taken from H. P. Lovecraft.
  - Dagon makes an appearance as an enemy.
  - The statue in Vaska's hut resembles Cthulhu.
  - The Vodyanoi resemble the Deep Ones.
  - The bookseller in Trade Quarter (To access him, you need to reach ACT III) sells a book about Dagon.
- In The Witcher 2

  Sile buys the "De Vermis Mysteriis," a book that is apart of the Cthulhu mythos.
- In The Witcher 3
  - There is a direct reference to Lovecraft's in the form of the Necronomicon.
  - There is a reference to sacrifices to the **Ancient One** in the basement of Kaer Almhult also directly mentioning **Cthulhu** along with some R'lyehian text.
  - The **Liber Ivonis** is brought up in the Blood and Wine expansion.
- Books

  The Vodyanoy are brought up in Sword of Destiny

Notes

Similarly to the stance the *Tales of the World of the Witcher EU* is taking. Until it is explained correctly and in a way that makes sense in the lore, the story of The Witcher IV will not be taken into account for *Extended Ancient Pantheon Expanded Universe*, because the fact that Ciri has been mutated as an adult presents serious problems with respect to the already established canon, since adults cannot survive the Trial of the Grasses (both the books and the video game trilogy of Geralt of Rivia).